PlayStation

NTSC U/C

PlayStation

NIGHTMARE

Creatures™

MATURE

M

AGES 17+

CONTENT RATED BY

ESRB

SLUS-00582

1000104.221.US

kalisto

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
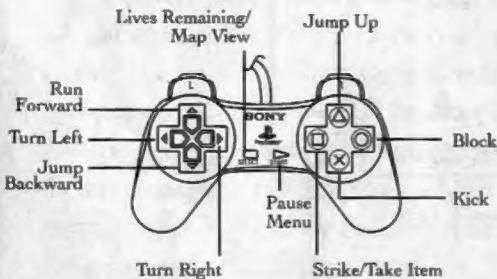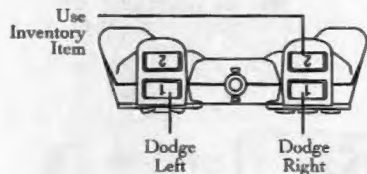
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*L*egend has it that on London's blackest night in 1834, a secret society known as the Brotherhood of Hecate rediscovered the darkest rituals of a long extinct science and released into the dank, foggy streets of London the most horrifying creatures the world has ever known. The inhabitants of London would certainly have succumbed to this unearthly host but for the strength of two mysterious heroes. On this fateful night, they engaged in a decisive battle to deliver millions from these demon spawn. This is their story…

Starting Up

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER
SONY
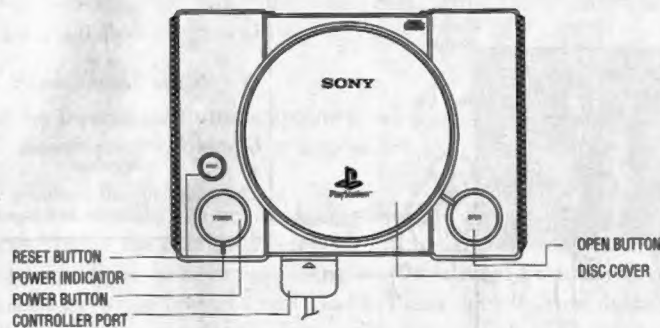
- Set up your PlayStation game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Nightmare Creatures disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

Use Inventory Item

Dodge Left   Dodge Right

Lives Remaining/ Map View   Jump Up

Run Forward

Turn Left

Jump Backward

Turn Right   Strike/Take Item

Pause Menu   Kick

Block

| L1 + O = Sidestep Left |
| R1 + O = Sidestep Right |
| O + ✛ = Walk Backward |
| Δ + ✛ = Jump Forward |
| L2 + ✛ = Rotate Inventory Clockwise |
| L2 + ✛ = Rotate Inventory Counterclockwise |

Game Controls

To select menu items use the **Directional Buttons up/down** to highlight the option you want to select and press the X button to accept.

Game Reset

To abort the game, press the **Start** button to pause the game and display the pause menu. Choose **Quit** from this menu, and then highlight and select **Yes** to return to the Main menu screen.

Instructions

When you turn on the PlayStation you will see an introductory movie, which can be interrupted by pressing the Start button or X.

Main Menu

Use the **Directional Buttons up/down** to highlight an option and then press X to select.

- Start Game
  Select this option to begin playing the game using the currently selected options.
  Choose which hero to play using the **Directional Buttons left/right** to toggle between Igantius and Nadia. Press the X button to start the game with the currently select hero.

- Load Game
  Select this option to load a previously saved game from a memory card. See *Finishing a Level* below for instructions on saving a game to the memory card.

- Enter Password
  Select this option to start a game at an higher level using a password. Use the X ,O, Δ, □, and the **Directional Buttons** to enter a password, the **Select** button to backspace over incorrect entries, and the **Start** button to start the game on the level selected by the password. See *Finishing a Level* on page 12 for instructions on obtaining a password.

- Options

  Select this option to change sound, difficulty, brightness, and screen positioning settings. Selecting this option will bring up the Options Screen described below.

Options Screen

Use the **Directional Buttons up/down** to highlight an option and press ✕ to select. Press △ to return to the Main menu.

- Sound Management

  Select this option to change the sound effects and music volume. Use the **Directional Buttons up/down** to highlight either music volume or sound volume and the **Directional Buttons left/right** to adjust volume up and down. Press △ to return to the Options Screen.

- Light Management

  Select this option to change the brightness of the display. When this option is highlighted use the **Directional Buttons left/right** to adjust the screen brightness level.

- Screen Management

  Select this option to move the center of the display. Use the **Directional Buttons up/down/ left/right** to move the display up, down, left and right on the the screen. Press △ to return to the Options Screen.

- Controller Calibration

  Select this option to calibrate an analog controller. Move your left stick once around and press ✕ to finish. Note: This option will only be available if you are using an analog controller. Make sure you press the **Analog** button on your controller so that the LED is Red.

- Difficulty

  Select this option to change the difficulty setting. While this option is selected, press ✕ to toggle between "easy" and "hard." In the "easy" setting, monsters will have reduced hit points and the player will be provided with hints from time to time.

Playing the Game

Health Meter

The character's health is indicated by the horizontal bar at the bottom of the screen. When the red bar disappears the character will die.

Adrenaline Meter

The character's adrenaline level is indicated by the blue vertical bar displayed on the left side of the screen. If the adrenaline level reaches zero, the virus will attack the character as shown by the health meter.

Inventory

The character's currently selected inventory item is shown in the lower right corner of the screen. Hold down the **L2** button and press the **Directional Buttons right/left** to scroll through the inventory. Press the **R2** button to use the currently selected inventory item.

Game Play

When the game is started, a level loading screen will be displayed including a description of your goal for the level. Once your character appears, use the buttons described previously in *Game Controls* to maneuver your hero through the level, slaying the creatures that get in your way. As you explore the alleys and basements of London, you will find many different things to push, pull, topple, open, shove, and demolish. Many of these items are breakable. Striking or kicking while near them will smash them to bits, often revealing a power-up. Press the □ when standing directly in front of a power-up to pick it up.

Fighting

When a character attacks there can be three results — hit, block, or miss. A hit will happen when you perform an attack at the appropriate range and direction from a creature and that creature is not blocking. The character's attack animation is shown followed by an orange flash. In addition the creature will react appropriately; flying back, bleeding, or losing a body part if possible. A block will happen when a character attacks in range but the foe is blocking when the attack is performed. The character's attack animation is played followed by a blue flash and the defender will not take damage. A miss will happen when a character is not facing a foe or is too far away. In these situations the character's attack animation will be shown but nothing will happen; the monster will not react and there will be no flash.

Each attack does a certain amount of damage to enemy creatures. The amount of damage is determined by the particular attack performed, the type of weapon being used, and possibly any damage-enhancing power-ups that are in effect. Normally, a monster will die when it takes too much damage. The game will also keep track of where a strike hits. Enough damage in particular areas will cause amputation of various body parts. Monsters will inflict a variable amount of damage on characters depending on the creature attacking and what type of attack they use.

Nadia and Ignatius have many special combo moves that can do extreme damage, sever limbs, or even strike through a block. Experiment with different button sequences and combinations to discover new moves.

Note: Some extremely tough monsters will only be stunned by normal blows. Nadia and Ignatius will have to use one of their special combo attacks to slay these creatures while they are stunned.

Adrenaline

A hero's resistance to the transmortification virus is dependent on the adrenaline level in their blood stream. The virus will overcome a player if his or her adrenaline level gets too low. When this occurs the character will take damage until the adrenaline level is raised or the character dies. The adrenaline level will decline at a constant rate while the character explores a level and will go up each time a character kills a creature.

Weapon Upgrades

From time to time you may discover additional, more powerful weapons hidden in various levels. Press □ when standing next to one of these weapons to acquire the new weapon. Each weapon upgrade will increase the amount of damage you inflict when you successfully hit a foe and increase the chances of amputation.

Level Map & Life Display

Pressing **Select** will toggle between the level map and life display. The life display is a heart icon that appears with the number of lives remaining. The level map is a top down view of the character's current position. When the map is displayed use the **Directional Buttons** to scroll the map, **L1** and **R1** to rotate it, □ to zoom out, and O to zoom in. Press Δ to return to the game.

Pause Menu

Pressing the **Start** button during play will pause the game and bring up the Pause menu. Use the **Directional Buttons Up/Down** to highlight an option and press × to select. Press Δ to resume.

- Resume Game
  Select this option to return to the game.

- View Controls
  Select this option to display a list of controls. Press Δ to return to the Pause menu.

- Quit Game
  Select this option to quit a level. Use the **Directional Buttons up/down** to highlight Yes or No and press the × to select. Select **Yes** to return to the Main menu. Select **No** to return to the Pause menu.

- Options
  Select this option to adjust Music and Sound volumes and the position of the display. Use the **Directional Buttons up/down** to highlight an option and the **Directional Buttons left/right** to adjust the setting for the highlighted option.

Finishing a Level

To finish a level you must complete the mission described in the Level Loading screen. When a level is complete a statistic screen will be displayed that indicates the percentage of monsters killed, percentage of items found, and the elapsed time. When you

are finished admiring your handiwork use the **Directional Buttons** **up/down** to highlight one of the two continue options and press × to select.

- Save Level And Continue

  Select this option if you want to save your progress to the memory card. Saving to the memory card will preserve all of the information about your game including lives, health, inventory, and weapon upgrades. To use this option make sure you have placed a formatted memory card with a least 1 free block of memory into slot 1. Use the **Load Game** option on the Main menu to restore a saved game from a memory card. **Note:** You can have only one saved game on a memory card. Saving a game to a memory card will overwrite any existing Nightmare Creatures saved game on that card.

- Password And Continue

  Select this option if you want to get a password that will allow you to skip the completed level. The password will be a series of button presses using the ×, O, △, □, and the **Directional Buttons**

up/down/left/right. Record this password and use the **Enter Password** option on the Main menu to restart your game on the next level. **Note:** Health and inventory information are not encoded in a password so if you restore using a password you will start the next level with a preset inventory and full health.

The Legend

History is full of coincidences and often repeats itself. The Great Fire of London in 1666 and the Fire of 1834 at first did not appear related. And yet in London, a strange story is whispered…

A secret society known as the Brotherhood of Hecate sought to create a race of stronger, more powerful human beings with which to rule London and eventually, the world. Under the cover of scientific research and the study of natural phenomena, the Brotherhood experimented on stolen corpses and attempted to isolate an extremely virulent agent, a mixture of plague, rabies, and other unknown components which would have the power to transform a human being into an astonishingly powerful creature. The Brotherhood's initial experiments went horribly wrong, however, and instead of supermen, their test subjects transformed, almost immediately, into grotesque and ravenous monsters. Undaunted, the members of Hecate decided that the agent should be released into the city of London, turning all the infected citizens into horrific monsters over whom they would have complete control.

Their mad scheme might have succeeded but for Samuel Pepys, a writer who joined the Brotherhood in 1660. Pepys, growing increasingly alarmed by the escalating madness of his fellow members, decided to destroy Hecate and put a stop to their experiments forever. On a cold night in 1666, when the mad members of the secret society were convened in their secret crypt beneath a warehouse at St. Katharine's Dock, Samuel set fire to the warehouse, burning and destroying the Brotherhood of Hecate, its laboratory equipment and notes and all traces of its existence. The raging blaze quickly spread into the streets of London, resulting in the Great Fire of 1666.

All knowledge of the brotherhood would have died with them except that Pepys kept a fastidious account of all their activities in his diary...

Almost 170 years later, a bizarre plague has been spreading through the citizenry of London town. People infected by the plague experience grotesque mutations of their limbs and faces and disappear into the dark alleys and sewers of the city. An odd black tome is mysteriously left on the doorstep of the priest Ignatius Blackward, an expert in the occult and cabalistic writings. He is able to decipher a portion of the decaying book and determine that it is diary of a man named Samuel Pepys. An entry describing an arcane formula for creating organic mutations alarms Ignatius, leading him to mail the diary to his friend in New Orleans, Dr. Jean F., a world renowned authority in immunology. Upon receiving the diary and analyzing its formulas, Dr. F. immediately embarks on a voyage to

London accompanied by his daughter, Nadia. Once in London, Dr. F. contacts Ignatius to relate his discoveries but before Ignatius is able to reach the hotel, Dr. F. is brutally murdered. The diary is missing. At the funeral for Dr. Jean F., a strange man in black robes hands Nadia a note which reads, "Know about Adam Crowley, Brotherhood of Hecate - HVHJ." An address is written at the bottom of the note.

At dusk on October 17th, 1834, Nadia and Ignatius meet in the fading light of his church to set about hunting down Adam Crowley, his Brotherhood of Hecate, and the nightmare creatures which roam the streets. The quest has only begun...

Characters

Father Ignatius Blackward is a man of God who travels the world combating Evil. He is an expert on foreign languages, cabalistic writings, occult rituals, and shamanism. Ignatius has mastered the lost art of staff fighting which he has reluctantly used in several difficult situations.

×□□	Hammer Curl
×××□	Windmill Slam
□×□	Scottish Backhand
×□△	Hammerhead Crush
UP + □	Roundhouse Volley
△×	Flying Elbow Smash

Nadia F. is a student of the world. She has travelled to many lands with her father, a prominent doctor. She is a biologist by training and has become an expert in the brand new field of immunology, and knows much about microbes, viruses and their invisible world. She is also a fencer and gymnast and can fight her way out of a tight spot.

□□△×	Side Flip Kick
□×××	Feet of Fury
×××□	Cyclone Volley
□□□× UP+×	Back Flip Kick Combo
×□ UP+□+×	Bloody Ballerina
△ □	Flying Cross

Adam Crowley is a former legitimate scientist who now masterminds the secret Brotherhood of Hecate. The discoverer of Samuel Pepy's mystical diary, Crowley wants to use its formulas to create "Supermen" and rule the world. To this end, Crowley enlists businessmen, bankers, doctors, and others to finance and participate in his mad schemes. So far, their experiments only produce hideous monsters.
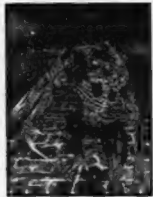
Monsters

Zombies — These shambling former townsfolk come in two varieties and can be found nearly anywhere searching for their next meal: One is a weaker, less defensive-minded zombie and the other its older, tougher brother.

Werewolves can be seen in the streets of downtown London as food there is plentiful. Although common, they are extremely difficult to defeat because of their speed and intelligence. Werewolves can block even the best of blows and will dodge and counter-strike with their extremely sharp claws. The best attack against a Werewolf is a series of kicks and roundhouse leg sweeps.

Great balls of fire — With wings. **Demons** are flying reptilian creatures who are capable of shooting bolts of flame from their mouths. Demons can be found almost anywhere in the city of London. They are known to be impervious to fire attacks.

The world's ugliest living organisms. **Pepys Monsters** stand about 9' tall, have three heads and three arms and can slice through flesh like nobody's business.

Docker — As big as a bulldozer and just about as tough. Its attack consists of a variety of extremely powerful punches and a two-handed overhead smash which causes the ground to quake. The best way to defeat a Docker is to cut off its arms and render it harmless. Invulnerable to dynamite attacks.

Insects — Armor-plated and with pincers as sharp as razor blades. With their transparent wings, they can dodge and counter-strike with lighting-fast speed.

Jacques Cousteau's real nightmare. **Thames' Monsters** are rarely sighted six-armed giant octopi with enormous tentacles of unbelievable reach. The Thames' monsters are seen around the various London dock areas and have been known to smash through ancient wooden piers and boat moorings in order to get to their victims.

Harpies — Giant flying winged-women with a piercing cry that echoes through the night air. Absolutely merciless and very difficult to defeat. Rumored to be invulnerable to mine and dynamite attacks.
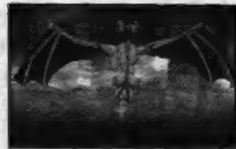
Mysterious long-coated figures often armed with knives. The **Faceless Men** are thought to be former members of the Brotherhood of Hecate who betrayed their cult and were punished by forcibly ingesting the virus.

The **Spider** competes with the Pepys Monsters for world's ugliest living organisms. Six-legged fiends with a penchant for leaving their webs all over the city. Spiders tend to inhabit dark tunnels and secret passageways.

Giant Rats — Rarely sighted, but have been seen running around the dock areas of London.

Gargoyles are well-camouflaged and have been known to shock citizens by impersonating statues and then springing to life, ready to attack. Gargoyles will always be found near large buildings where they can easily hide and surprise unsuspecting parties. They are extremely fast and will almost always attack in groups.

Definitely not the little doggie next door. **Hellhounds** are fire-breathing demon dogs which typically inhabit burning buildings. They are extremely agile and attack by either shooting giant billows of flame from their slavering maws or by shredding you with their razor-sharp claws. Rumored to be invulnerable to fire, and ice, Hellhounds have been spotted running amok in Bloomsbury and Pimlico.
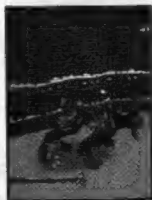
Power-Ups

There are many different power-ups that a character can find hidden throughout the game. A power-up can be picked up by either moving over it or by pressing the □ button while standing directly in front of it. Once collected, select an item by holding **L2** and using the **Directional Buttons left/right** to scroll through an inventory of power-ups. Hit **R2** to use the selected item.

Proximity mines are dropped on the floor and will explode and damage any monster that gets too close.

Repulsive Smoke will keep the monsters at bay. It will leave a circle of smoke and form a protective barrier around the player until it slowly dissapates.

The **Freeze** spell will deep freeze all monsters in sight. Once frozen they may be shattered by the slightest touch.

Dynamite will damage and knock down all monsters in sight.

The **Flash** will confuse and blind all monsters in sight for 10 seconds.

The **Firebombs** will ignite nearby monsters who will burn for a while and then turn to ash.

The **Gun** can pick off a single opponent at long range.

The **Multi-Gun** can be used to simultaneously shoot several opponents.

Use the **Berzerker** to literally hack your opponents to pieces. However, the effect only lasts a short period of time.

Use **Healing** to restore some of a hero's health.

Use **Super-Healing** to restore all of a hero's health.

Use **Chaos** to turn enemies against each other. Enemies will fight each other for a short period of time or until one enemy is victorious.

The **Heart** will endow the player with one extra life.

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Activision

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